Abstract

A method and a device (25) are described for storing a
computer program (21) in a program memory (15, 20) of a

5   control unit (10). The computer program (21) is stored
according to predefinable rules in specific memory areas of
the program memory (15, 20). In order to recognize an
erroneous jump into an unused memory area of the program
memory (15, 20), in which the computer program (21) is not

10   stored, as rapidly as possible and in order to prevent the
control unit (10) from being in an irregular state, it is
suggested that selectable information (22), through which the
control unit (10) is transferred into a defined state, be
stored in the unused memory areas of the program memory (15,

15   20), in which the computer program (21) is not stored.

(Figure 2)